

NINTENDO DS™

The Rub Rabbits!



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SEGA®

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Pegi

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play
2-4

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play
2-20

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



Game Experience
May Change During
Online Play

LICENSED BY



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Thank you for purchasing the Rub Rabbits!™. Please note that this software is designed for use with The Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.



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PROLOGUE

It was love at first sight for this college boy, as he passed her one day on the street.



But he wasn't the only one who fell in love with her...



In fact, 11 other "rivals" fell in love with her too!

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The 12 of them all fell for her at first sight, triggering a rather bizarre "Love Triskaidecagon."

Win the Love Battle against the rivals, and

WIN HER HEART!

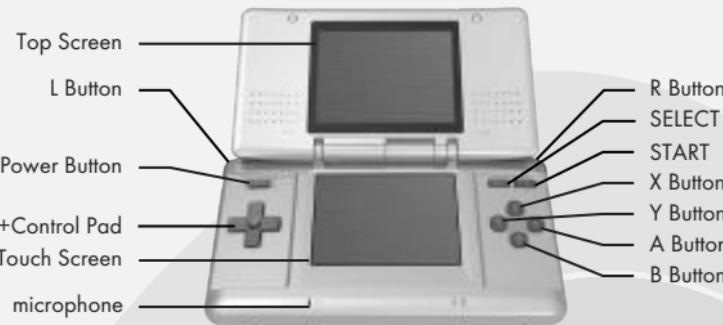


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CONTROLS

● Nintendo DS™

This game is for one to four players (depending on the mode). The Touch Screen is used to interact with the game. Details of the basic controls are explained from p.8.



Close the screen to switch the Nintendo DS to Sleep Mode whenever you need to save your battery life. The DS will be active as soon as you open the screen.

● Top Screen & Touch Screen

This game is operated via the Touch Screen. Note that the Top Screen is for visual purpose only, and cannot be used to control the game. Also, please avoid touching or rubbing the Touch Screen with anything other than the Nintendo DS Stylus or the Nintendo DS Wrist Strap.



Nintendo DS has two LCD Screens. In this instruction booklet, the tab(s) next to the screenshots indicate which screen is which.

● Button Controls Used in This Game

START	Pause Game / Resume Game
X Button / B Button	Zoom In / Out (Maniac Mode, p.23)
+Control Pad	Scroll Drawing Board (Maniac Mode, p.24)
L Button + R Button	
+ START + SELECT	Return to Title Screen

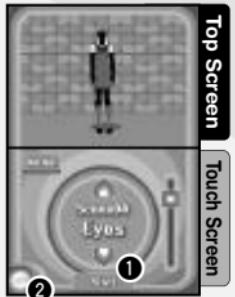
● Menu Controls

Simply touch the menu item or icons that are displayed on the Touch Screen during the menu sequence. For example, touching ① on the Touch Screen will start the selected game. Touch ②, which is always available at the bottom left of your screen, to return to the previous menu.

NOTE: +Control Pad and other Buttons cannot be used during the menu sequence.

● Game Controls

All of the actions of your main character will be performed by touching or rubbing the Touch Screen. The controls vary with each of the different scenes in the game. Specific controls will be explained to you before each game.



⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

RUB IT!

Slide the stylus across the Touch Screen with all of your heart to sweep your dream girl off her feet before the other fellas do.

But be careful not to rub the Touch Screen too hard, or rub the screen with something other than the stylus or the wrist strap.



TOUCH IT!

Simply touch the Touch Screen. For example, touching a keyboard, poking something, or perhaps even a chance to poke her directly.

Depending on the situation, touching the screen softly or with an extra push will allow you to interact in a variety of ways. However, the key to winning her heart is accuracy.



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BLOW IT!

Blow a puff of air onto the microphone just below the Touch Screen that will sense your breath.

Don't give up puffing away your hot air until your true feelings are delivered to her heart.

NOTE: Take occasional breaks to recover your breath, and avoid spraying saliva during these games which may harm your precious Nintendo DS.

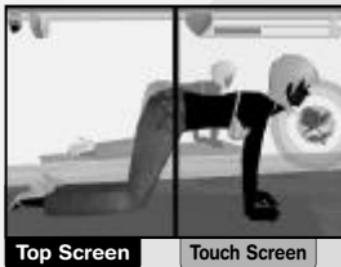


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ROTATE IT!

Hold the Nintendo DS sideways or upside down to play some of the games. The pre-game instructions will let you know when and how to hold your system.

NOTE: Firmly hold the Nintendo DS in either position to enjoy the gameplay with stability.



SAVE FILES

The save file selection screen will appear when you start the game. A maximum of three different save files can be created. If you have a previously saved file, select the file with all your romantic records and either continue from where you left off or delete the file.

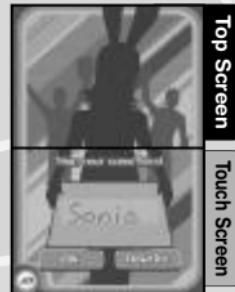
This game will autosave your progress during the game, however, you cannot load a different save file once you have made your save file selection at the beginning of the game. To play with a different save file, please turn off the Nintendo DS and restart the game.

● Creating a new Save File

Touch **NEW** to create a new save file. Please write your signature on the Touch Screen to name your new file.

After naming your save file, please select your hand setting — Right-handed or Left-handed and touch **OK** to create a file.

NOTE: The name of the save file and its dominant hand setting can be changed later on from the Options.



MAIN MENU

STORY (p.15)

The Story is the main mode of this game. It's a battle for love between you and the rivals.

ATTACK (p.21)

Time attack mode of the selected games you have previously cleared.

MEMORIES (p.22)

Play the games you have already cleared in the Story Mode. If you perform well, some additional items will be rewarded in the Maniac Mode.

MANIAC (p.23)

Change the appearance of your girl! Change her hairstyle and outfit to your liking. You can also dye her hair or draw design patterns for her clothes.

HULLABALOO (p.26)

Play the game, handing one Nintendo DS system between multiple players.

BABY MAKING (p.27)

Hold one Nintendo DS system with two people to play and make a baby. The affinity between the two will be diagnosed.

CONNECT (p.29)

Take your baby out for a walk and trade design patterns, or play a multiplayer game.

OPTIONS

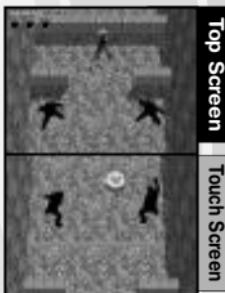
Change the name for the save file, the setting of your dominant hand, or the language of the game.

STORY

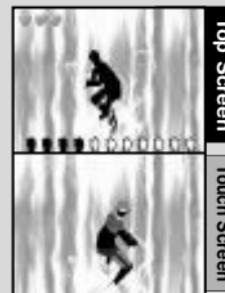
It was love at first sight for you and your rivals. It's gonna be a heated battle to win her heart! Unless you win against your rivals, your romance with her will never begin!!

● Flow of the Mode

The Story Mode can be divided into three types of situation. Clear each scenario, and a story scene will be played. Just when you thought you managed to win her heart, more troubles await you, leading to yet another battle. Winning a single battle won't make her yours!



Love Battle



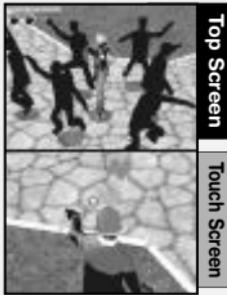
Boss Battle



Love Scene

Love Battles

In each Love Battle, you and your rivals will battle to win the girl's heart. If you clear the battle, you will be credited with Love Points.



Boss Battle

You will encounter various Scenarios in the Boss Battle! Play to protect the girl from harm.



Pausing the Game

Press **START** during the game to pause the game. Press **START** again or touch **Continue** on the Touch Screen to resume the game. Touch **Give Up** to quit the game and return to the Game Menu screen of the Story Mode.



Love Scene

At last, you are all alone with the girl. Through the Touch Screen, this is your big chance to get a little more intimate with her.



Love Points

As you clear the game, you accumulate more Love Points. See p.35 for more information.



● Game Explanations

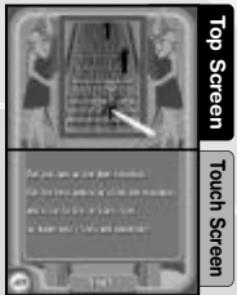
Touch **Start** on the Touch Screen to display a short story scene.

- * The Quick Start option becomes available after a game is played once, allowing you to skip the pre-game explanations.
- * Some story scenes can be skipped by touching the Touch Screen.



After the short story scene, an explanation of the game will be provided. An example of the game screen will be displayed on the Top Screen, and the rules and controls are explained on the Touch Screen.

Touch **Start** on the Touch Screen to begin the game.



● Skipping the Game

During Story Mode, you may feel like skipping a certain game. In such cases, utilize the Skip Button (on the Game Select Screen) to move ahead. The game will be counted as cleared, but please note, you can only use this option once in Story Mode and the skipped game will not be registered in Memories Mode. Think carefully before using this option.



● Find the Hidden Rabbits!

In each cut scene before the game, there is a Hidden Rabbit. If you touch the right spot, a Rabbit appears. Some cut scenes may contain more than one Hidden Rabbit, but you can only uncover one at a time.

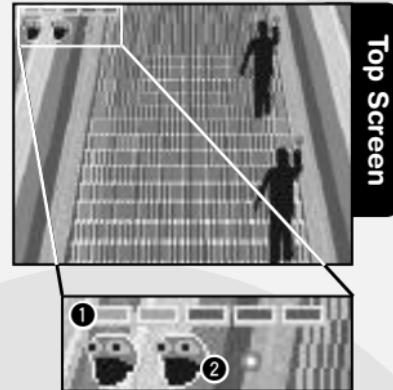


● Levels & Number of Challenges

In the top left corner of the Top Screen, the current level of the game and the number of challenges left (misses allowed) are displayed.

① indicates the level of the game. The level increases with each successful completion, becoming more challenging as you progress. The example here indicates that Level 2 is being played, and the game will be cleared if you complete Level 5.

② indicates the number of lives left. The example here indicates that there are three lives to the game, with two challenges left. Some games may display a heart gauge of you and the girl.

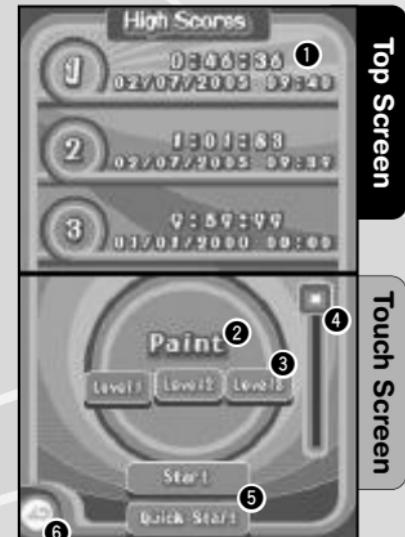


ATTACK

If you want to perfect your skills and shoot for high scores, try the Attack Mode.

The name of the game is displayed on the Touch Screen, and the top three scores for the selected game are displayed on the top screen. Select the game you wish to play. You are awarded Love Points based on your performance.

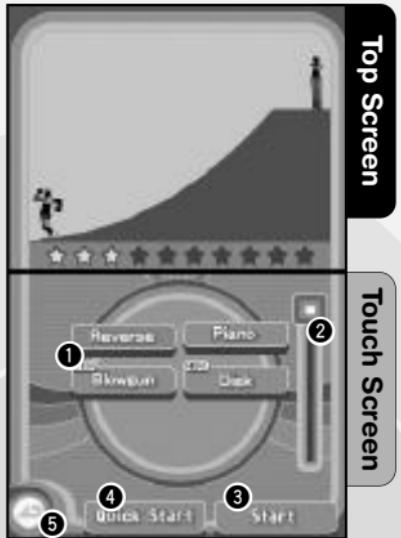
- ① Top three scores of the game.
- ② Name of the game.
- ③ Current difficulty level.
- ④ Change the game.
- ⑤ Start the selected game.
- ⑥ Return to the menu screen.



MEMORIES

Select and play games you've previously cleared in the Story Mode. The games here become more challenging, as the difficulty level increases. Note that you only have one life per play.

- ① List of available games.
- ② Change page.
- ③ Start from the game rules.
- ④ Skip the rules and start the game.
- ⑤ Return to the menu screen.



MANIAC

Dress her up in style with the new items you gained. The more Love Points you earn, the more items for you to choose from.

Dress-Up . Change her hairstyle, outfit, shoes, and accessories (arm/hand).

Designs . Design your original patterns for her outfit.

Rabbits . Check the number of Rabbits you've captured.

Additional features (options) of the Maniac Mode will be available as certain conditions are met.

● Changing Her Looks

Your current Love Points will determine how you can change her appearance. Note that any items short of the required Love Points are neither visually displayed nor available for selection.

- ① The girl.
- ② Change her hairstyle.
- ③ Change her outfit.
- ④ Change her shoes.
- ⑤ Change her accessories.
- ⑥ Return to the previous screen.
- ⑦ Current Love Points.
- ⑧ Change the pattern of her outfit (shown only with outfit #01 & 02).

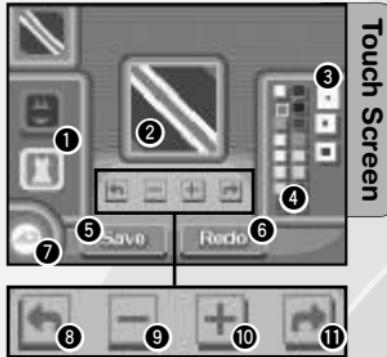
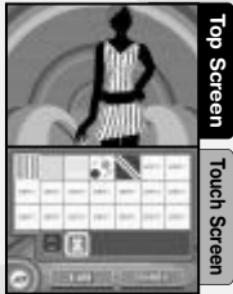
*See p.25 for details.



● Creating Design Patterns

Create and stock up to twenty-one original patterns of her beautiful outfit. The design patterns you gained from Connect (p.29) will also be stored here. The patterns you created can be used either in the form of a bikini or a dress.

Touch **Edit** from the bottom of the screen to create your pattern and touch **Delete** to delete a selected pattern.



- ① Type of outfit (bikini or dress).
- ② Drawing board.
- ③ Brush size.
- ④ Color Palette.
- ⑤ Save Button (save the design).
- ⑥ Redo Button (clear the design).
- ⑦ Return to the previous screen.

- ⑧ Back one action.
- ⑨ Zoom out.
- ⑩ Zoom in.
- ⑪ Forward one action.

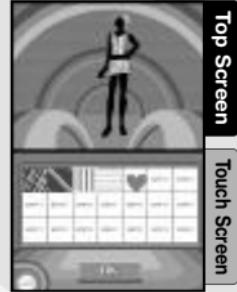
Note: When the drawing board is zoomed in, you can scroll it with +Control Pad.

● Looking Fabulous in My Design!

The pattern you've designed and saved will be found in one of the windows on the Touch Screen.

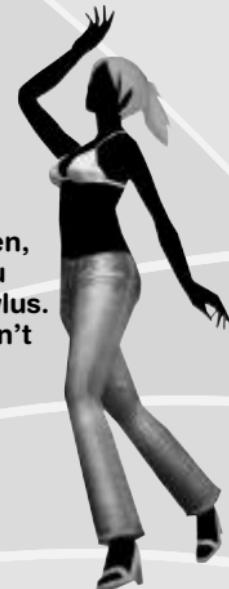
Once your design is stocked, return to the menu screen and select **Dress-Up** to change her outfit and see how fabulous she looks with the new pattern you created.

Note that only outfit #01 and #02 are available for your patterns. To change the pattern of the outfit, touch the pattern box found in the bottom-right of the screen.



● Where Can I Find My Girl?

Where can you see the girl you designed in this mode you ask? Go to the Game Selection screen, or play the Memories to meet her in the way you think she looks best! But not so fast with the stylus. Just because she took your fashion advice doesn't mean she wants to be touched.



HULLABALOO

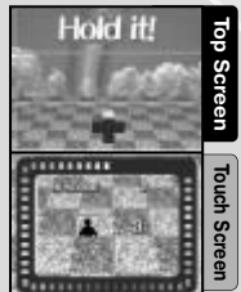
It's relay madness, using the DS as the baton! Gather all your friends. This game can be played with an unlimited party of people. Hold down the assigned button(s) and pass the DS to as many people as possible within the given time!

Select the Time Limit and Difficulty, then touch **Start** in the bottom of the screen to begin the game.

- ① The first player will hold down the assigned button(s) (see Top Screen) and wait for the next player to position their fingers on their assigned button(s).
- ② Once the next player has held his/her assigned button(s), the first player may let go of the DS, and one player has successfully cleared.
- ③ The remaining player will wait for the next player to position their fingers on their button(s), and repeat step ②.

The game is over if you press a different button or prematurely let go of your assigned button(s).

The key to success is teamwork!!



BABY MAKING

Baby making — a ritual between two people who are in love. For this mode, two people will play together on a single Nintendo DS to create their special babies. Once the baby is born, you can check your babies from the Results screen and let them play in the park via Connect (Exchange, p.31).

● Creating Your Babies

Hold the Nintendo DS with your partner. One player will hold the +Control Pad side and other will take the A, B, X, Y Button side of the Nintendo DS.

First, both of you will need to answer a few questions about yourselves. Use the +Control Pad/A, B, X, Y Buttons to enter your answer, and press the L/R Button to confirm.

ADVICE: If you'd like to make an extraordinary baby with your special partner, perhaps forging your answers would give you a positive result. Please consult with your partner before making such an important decision for the best interests of your relationship.



● Cutting the Cake

After the questionnaire, it's time for you to celebrate this occasion by cutting the wedding cake.

- 1 Simultaneously press **↑** (+Control Pad) and the **X** Button to cut into the cake together.
- 2 Simultaneously press **↓** (+Control Pad) and the **B** Button to pull the knife out together.

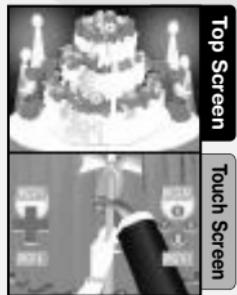
Repeat steps ① & ② until you cut it all the way. Cake cutting will require harmony, so work together and cut it as cleanly as you can.

When the baby is born, the baby's Gender, Blood Type, Personality, and Compatibility will be displayed. Name the newborn and touch **Enter Name and Save** to save the baby for this mode.

● Your Baby

Your babies can be viewed from the Results screen. Touch the arrow to check up on your other babies.

Touch the Suitcase Button on the bottom right of the screen if you think the baby is ready to see the world. Note that your baby will not come back once set free.



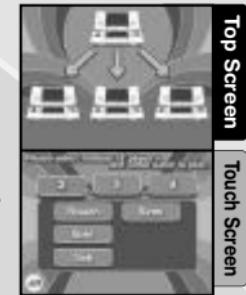
CONNECT

Compete in a multiplayer battle, or trade the design patterns you've created in the Maniac Mode using the DS Wireless Communications. See p.32 to 34 for setup information.

● Battle (Single-Card Play)

Play a multiplayer battle (up to four players) via wireless communication using a single Game Card. Playable games are determined by the number of participants.

Note that the Single-Card Play requires time to set up the game since the data of this game must be transferred from the host's system to other players. See p.32 for details on setting up the Single-Card Play.



● Host of the Battle (Single-Card Play)

To set up the Single-Card Play, the host player must first select the number of participants (including yourself) and the game. When all of the players are set up, touch **Yes** and transfer the data to each of the clients.

When the data transfer is completed, the game instructions will be given. Touch **Game Start** when everyone is ready to play the game.



● Client Players (Single-Card Play)

Please wait until the data of the game is downloaded to your system. Once the game is transferred to your system, the game instructions will be displayed. The game will begin as soon as your host touches **Game Start**.

The results will be displayed at the end of the battle. For another round, touch **Play Again**. If the host touches **Quit**, the session is over and the game will return back to the Title Screen.

* If you're a client, please turn off the system when your session is over.

● Connection Error

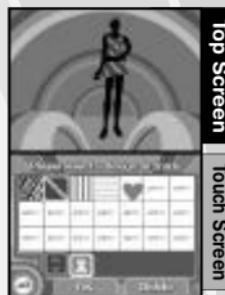
If your wireless communications fail at any point, the host will return to the Title Screen and the client(s) must turn off their system and download the data once again.

* If any of the players' systems switch into Sleep Mode during the Single-Card Play, the wireless communications will be interrupted, causing the game to end.



● Exchange (Multi-Card Play)

The Exchange will automatically commence when your system catches a nearby player who are also playing the same game. When the connection is made, allow your baby (created in Baby Making Mode) to play with other people's babies at the park and trade one of your design patterns (created in Maniac Mode).



STEP 1

Select your pattern.

* Patterns you received via Exchange cannot be selected.



STEP 2

Touch **Yes** when you are ready!

* Note that searching for other players will significantly use up your battery power.

* Connections will be made with other players, even when the Nintendo DS is closed (during Sleep Mode).

* Please be advised that both your design pattern and your player name will be freely sent to other players. Do not transfer inappropriate or offensive content.

DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

- Nintendo DS System. One for each player
- Nintendo DS "The Rub Rabbits!" Game Card one

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, and insert the Game Card into the system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **THE RUB RABBITS! NINTENDO** Panel.
4. Now, follow the instructions on page 29.

Client System:

1. Turn the power on. The Nintendo DS Menu Screen will be displayed.
NOTE: Make sure the Start-up Mode of your system is set to **MANUAL MODE**. For further details on how to set up the Start-up Mode, please refer to the Nintendo DS Instruction Booklet.
2. Touch **DS DOWNLOAD PLAY**. The Game List Screen will appear.
3. Touch **THE RUB RABBITS! NINTENDO** Panel.
4. You will be asked to confirm your choice. Touch **YES** to download game information from the Host System.
5. Now, follow the instructions on page 30.

DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

- Nintendo DS System. One for each player
- Nintendo DS "The Rub Rabbits!" Game Card One for each player

Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the Start-up Mode of your system is set to **MANUAL MODE**, the Nintendo DS Menu Screen will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the **THE RUB RABBITS! NINTENDO** Panel.
4. Now, follow the instructions on page 31.



Guidelines for Communication

For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the Nintendo DS Menu Screen or Game Screen.

The DS wireless icon indicates that the associated choice will activate the wireless communications function. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communication play.

When wireless communications are in progress, the Power Indicator LED will blink rapidly.

For best results, follow these guidelines:

- Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet (20 meters) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



SECRETS OF LOVE

● EARNING LOVE POINTS IN VARIOUS MODES

Love Points are rewarded by playing Story, Attack, Memories, and Connect Modes. Increasing the Love Points will allow you to gain access to more items in the Maniac Mode (p.23) where you can change her looks. Note that the Love Points are rewarded differently in each mode.

● I GOT LOVE, BUT WHY AM I LOW ON MY LOVE POINTS?

To increase the Love Points, you can obtain a high score in the Attack Mode, or rack up the stars you earn by replaying the Memories Mode. Also, you will never be penalized during the Story Mode, so no need to worry about failing or losing your Love Points there. Put simply, the more you play, the more love you will receive.

● VOICE RECORDING

Simultaneously press **↓ (+Control Pad)** and the **Y Button** at the Title Screen and record up to 3 seconds of your own voice. When the microphone icon appears on the Touch Screen, speak into the microphone and record. To play the voice you've just recorded, simultaneously press **↓ (+Control Pad)** and the **X Button**. The recorded data will automatically be saved when you advance to the next screen.



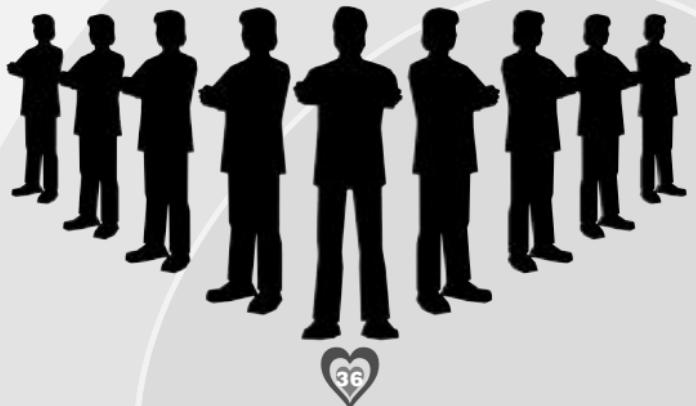
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